

JUNE 2022

PAPA CH

MAGAZINE

**TRAVEL
ESSENTIALS**
FOR GAMING ON THE GO

EVERYTHING YOU NEED
TO KNOW ABOUT
**CUSTOM
KEYCAPS**

HOW TIKTOK IS CHANGING
THE GAME FOR DEVELOPERS:
**EXCLUSIVE
INTERVIEW WITH
MADMORPH**

SHAKE UP SOME
**OOBLETS INSPIRED
COCKTAILS**

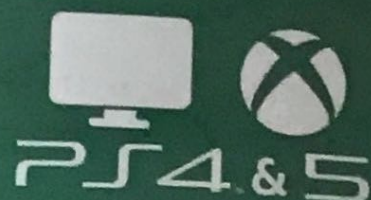
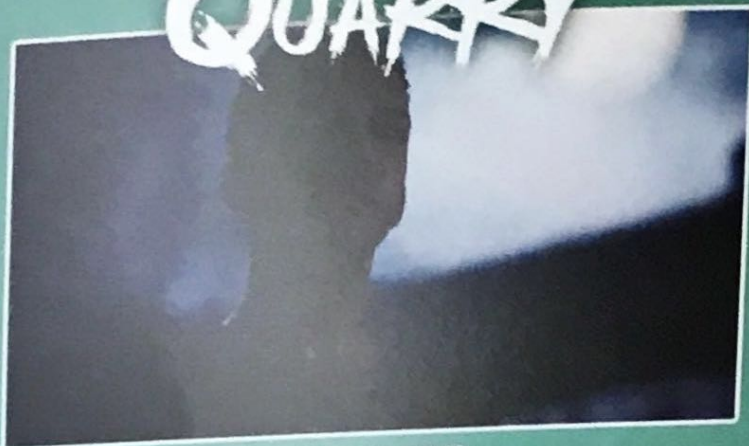
QUIZ: WHICH INDIE GAME
DESTINATION SHOULD YOU
VISIT ON VACATION?

ISSUE 08

TOP GAMES ON OUR RADAR

JUNE 2022

THE QUARRY



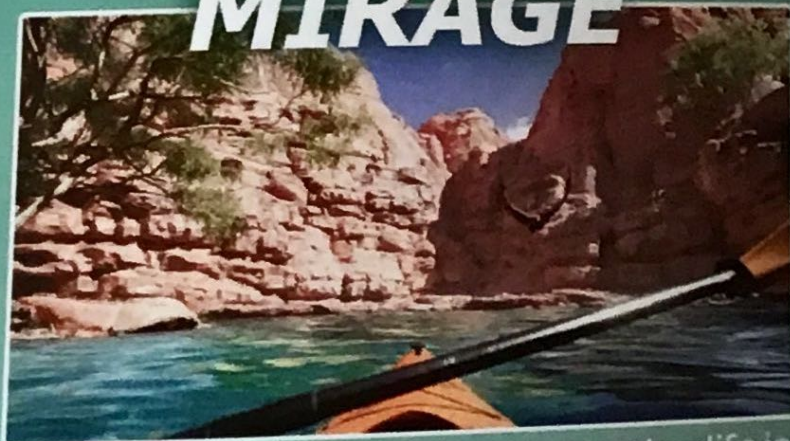
Age rating: 18+

Decide the fate of nine camp counsellors after they find themselves stranded in a remote lodge. This cinematic adventure is equipped with 186 potential endings and a Hollywood cast to bring the story to life.

www.supermassivegames.com



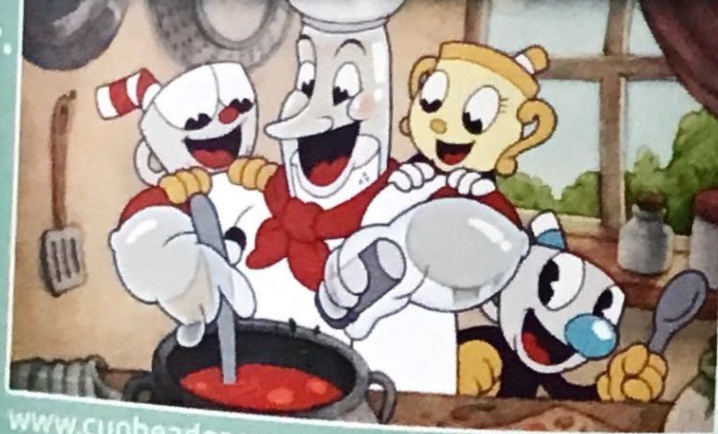
Journey through sunny, stormy, and icy seas in this beautiful kayaking simulator. Use the free-ride mode to meander and take in the scenery. Or for those who prefer a bit more action, compete against other players by racing around checkpoints.



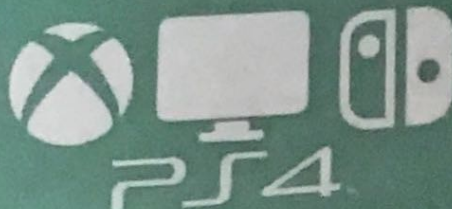
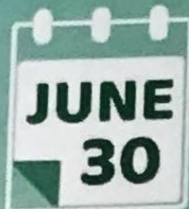
www.betterthanlife.io

CUPHEAD

THE DELICIOUS LAST COURSE



www.cupheadgame.com



Cuphead Fans should keep their eye out for this DLC! With the addition of Ms. Chalice, players will be able to use a whole new set of abilities, weapons, and magical charms. And to top it off, a host of new bosses will be ready to beat.

in this issue...



♥ Patch Magazine > June 2022 > Index

Article	Pg No.
▶ Tropical Aesthetic Desk Setup Inspiration	4 - 5
▶ Celebrate Ocean World Day With These Aquatic Adventures	6 - 7
▶ Games With Great Trans Representation	8 - 9
▶ The Power Of TikTok For The Indie Gaming Community	10 - 13
▶ Your Guide To Keycaps and Keyboards	14 - 16
▶ Avant Garden Salad Recipe	17
▶ Doblets Inspired Cocktails	18 - 19
▶ Cozy Grove: New Neighbears Update	20 - 21
▶ Quiz: Which Gaming Holiday Location Suits You Best?	22 - 23
▶ Moonglow Bay Review	24 - 25
▶ Travel Accessories and Short-Playing Games for Your Summer Holidays	26 - 27
▶ Create Your Own Driftwood Headset Holder	28 - 29
▶ Night In The Woods: Side Quests You Might Have Missed	30 - 31
▶ Reader's Spotlight	32 - 33
▶ Item Hunt Activity	34
▶ Thank You	35



Your monthly patch of indie gaming news > enjoy!



Use this QR Code for links and information on the games and desk setup picks featured in this issue.

TROPICAL AESTHETIC DESK SETUP INSPIRATION

QR CODE ON PAGE 3 FOR ALL LINKS



1. HOMARY
MID-CENTURY GREEN CURVED OFFICE DESK

2. KAWAII SHOPPU
STARRY FOREST KAWAII SOST SWITCH CASE

3. HOMARY
PINK MODERN COTTON & LINEN SWIVEL OFFICE CHAIR

4. KAWAII SHOPPU
MACARON WIRELESS KEYBOARD & MOUSE SET

5. BLOOMING ARTIFICIAL
PHALAENOPSIS ORCHID - PINK

6. BLOOMING ARTIFICIAL
PINSTRIPE CALATHEA

7. BLOOMING ARTIFICIAL
BEGONIA MACULATA

8. THE CROSSING BOARD
JUNE 2022 TERRARIUM DIY



CELEBRATE WORLD OCEAN DAY

WITH THESE AQUATIC ADVENTURES

June is home to many fun celebrations and events, but one that we would like to draw attention to is World Ocean Day! It's a day to ponder the impact the sea has on our lives and how we impact it in return. In honour of this great day, here are some amazing indie games set on the high seas.



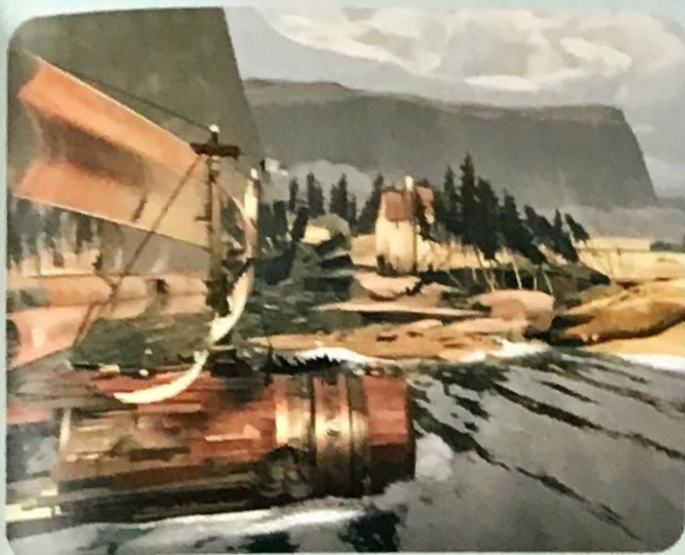
SUBNAUTICA

Dare to survive in an alien underwater planet in this first-person open-world adventure game. Explore the vibrant coral reefs, cave systems, volcanoes, and more as you try to escape. Heavily inspired by Earth's oceans, this exploration (and the sequel *Below Zero*) are great options for those who love sci-fi and fantastical creatures.



ABZU

Nominated for a Games BAFTA in 2017, this stunning diving adventure demonstrates the beauty and perils of the ocean. Discover hundreds of creatures, bustling ecosystems, and ancient secrets buried in the deep. *Abzu* is sure to get you meditating on the beauty of the ocean world.



FAR: CHANGING TIDES

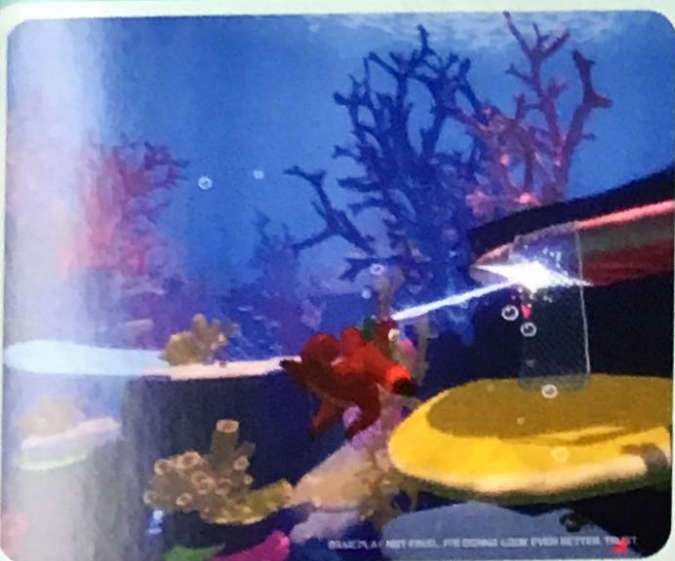
Embark on an unforgettable voyage across oceans filled with tense and exhilarating moments. This atmospheric adventure follows the emotional journey of a boy and his ship as he sets sail to find a new home. Developed by indie studio Okomotive, this story will task you with scavenging for parts, caring for your ship, and steering your way through.



OCEAN'S HEART

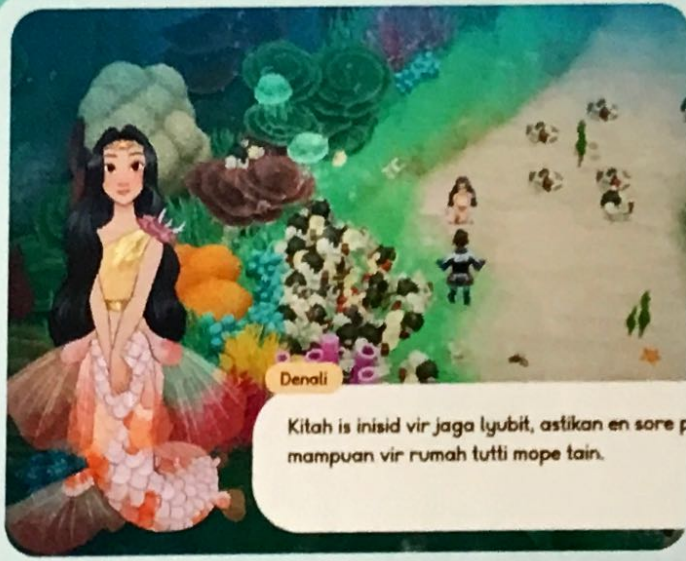
This epic top-down RPG allows you to explore a stunning archipelago, fight monsters, solve puzzles, and unravel the mystery of *Ocean's Heart*. The bright pixel art captures the beauty of the ocean perfectly while you craft, forage, explore secret areas, and complete side quests. If you're a fan of *Zelda* games, you will love this indie tribute.

UPCOMING GAMES:



ANOTHER CRAB'S TREASURE

An approachable and adorable soulslike game set in a crumbling underwater world. Collect and wear debris, as Kril the hermit crab, to protect yourself from attacks. Discover dark secrets behind the polluted ocean as you voyage to reclaim your lost shell. Set to release in 2023, this is definitely one to add to your wishlist!



CORAL ISLAND

Leave city life behind and start a new home (and farm) on *Coral Island*. Help revitalise the coral reefs, care for your animals, romance your new neighbours, decorate the farm, and face monster-filled caverns. Catch fish, mine for materials, and meet over 50 diverse characters around the town. Releasing in 2022, this highly-anticipated sim is definitely one to keep an eye on!

Definition: Soulslike - a subgenre of action role playing games with high levels of difficulty and typically a dark fantasy element of storytelling. Inspired by the Souls franchise (*Dark Souls* and *Demon Souls*) and often implies repeated player deaths or need to repeat battles to progress.

GAMES WITH GREAT TRANS REPRESENTATION

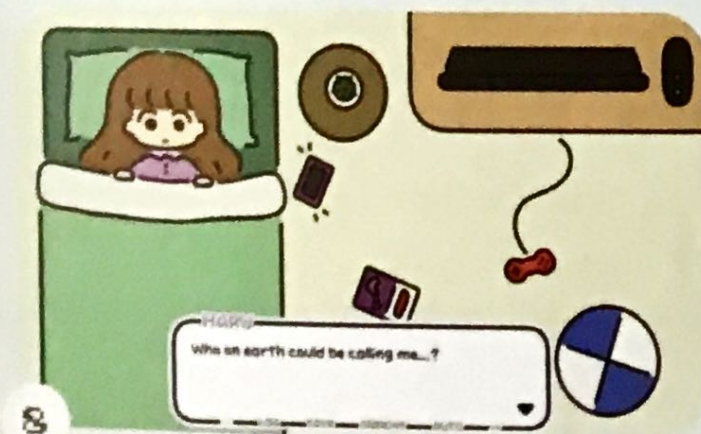
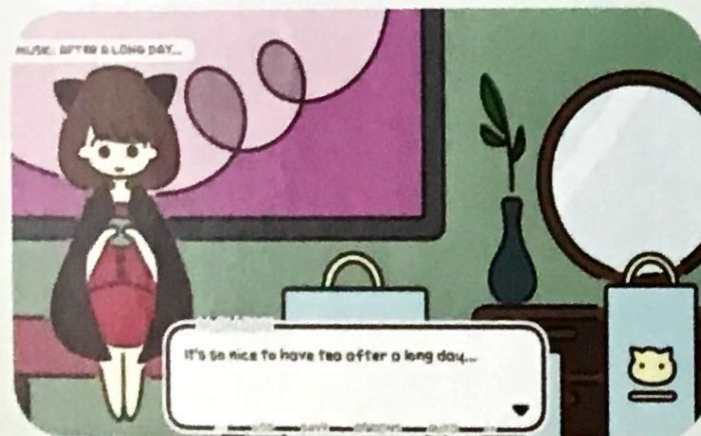
Content warning: This article references transphobia in the context of trans rights and trans gaming. Please be advised before reading this piece.

While the world at large and the gaming world specifically have both made strides toward inclusivity, being a trans person (particularly a young trans person) can be very hard in our current society. Around the world, new laws are being passed that impact trans rights - whether a person is allowed to socially transition, medically transition, or receive the gender-affirming care they may need. As large names in media speak out against trans rights, the world can feel quite scary for a transgender person. Thankfully, there is still hope. And for many trans people, that hope comes in the form of finding examples of queer joy and trans people simply existing while being happy and loved. If you're seeking the same, here are some indie games we love that truly embody that spirit this Pride Month.



CELESTE: We've mentioned *Celeste* in the past, praising the Assist Mode that makes the game very accessible to a wide variety of gamers and also noting the amazing way that *Celeste* tackles mental health topics. We aren't alone in praising the game, it's won many industry awards and received high critical praise. What you may not know is that *Celeste* was created by a trans developer, who was closeted at the time the game was created, and the game was also scored by a trans musician. After the game's release, creator Maddy Thorson confirmed that the main character, Madeline, is trans! If you're looking for a deep game that's accessible to many players, we highly recommend this one.

A YEAR OF SPRINGS: The creator of *a year of springs, kc*, is no stranger to creating games about life as a trans person, having created more than one. This short game consists of three visual novels that follow three friends on their trips to hot springs. Many trans people know that going into shared public spaces like a hot spring, or even a public toilet, can be stressful situations rife with anxiety or hurt. While this visual novel trilogy covers that fear, it also brings beauty to the entire situation and shows how love and friendship contribute to the main character feeling safer in their experience. As most characters in the series are LGBTQIA+ in some way, many will find themselves represented in this game.





IKENFELL: If you love the accessibility of *Celeste*, *Ikenfell* may be another good game for you. This turn-based RPG centered around a magic school is very accessible, including the option to adjust the difficulty of battles, and offering a photosensitivity mode, where they reduce the flashing lights that may occur in the game. Not only that, but almost every character in the game is queer, including multiple non-binary characters. One of them even uses neopronouns (ze/zir in this case),

which is rare to see in video games. The *Ikenfell* developers worked hard to make this game an inclusive, accessible one, hiring a team specifically for sensitivity on those issues. If you're worried you might run into something potentially triggering, there's even an option to turn on content warnings! This is a great, accessible game for many players looking to branch out and try something new.



GET IN THE CAR, LOSER!:

This lesbian RPG is all about a road trip. While the gameplay is all RPG, the story itself is inspired by visual novels, blending amazing storytelling with fun playability. In *Get in the Car, Loser!*, players embark on a very cathartic journey to fight for love and justice and against the evil that embodies the opposite. The game features a non-binary main character and an excellent pop-inspired soundtrack. What's not to love?



IF FOUND... : In this visual novel, players must erase journal entries to uncover the story at hand. With a mix between a real-world plot set in Ireland and sci-fi elements about a black hole set to destroy Earth, *If Found...* is an award-winning game with trans and non-binary representation. This game has alternating 'chapters' that entwine two storylines neatly, resulting in a very satisfying epilogue.

Ultimately, video games offer a great way for trans people to see themselves in gaming. And as more and more trans creators are involved in these projects, we can certainly expect to see even more representation on the horizon. For many trans people, this can be some of the first media they're able to see themselves in, so handling these topics and identities with respect is incredibly important. Do you have a trans-positive game you love? Let us know on our socials!

If you or someone you know is having a difficult time and needs someone to talk to, you can find an international helpline at befrienders.org. If you're in the US, consider reaching out to thetrevorproject.org, which is a helpline specifically for LGBTQ+ youth.



THE POWER OF TIKTOK

FOR THE INDIE GAMING COMMUNITY

Many of us in the indie gaming community are part of the fun on social media, especially TikTok! The platform is a place full of creativity, from spreading the word about new games, to providing inspiration for aspiring creators. @MadMorph is a TikToker who focuses on talking about up-and-coming games. He's amassed more than 630,000 followers on the platform and definitely knows his stuff! So, whether you're an indie game developer yourself, or a gamer who'd like to know what influence TikTok can have on your favourite genre, this interview

We really appreciate you offering up your expertise, Morph! How about you start by telling us a little bit about yourself and why you think TikTok is such a powerful tool?

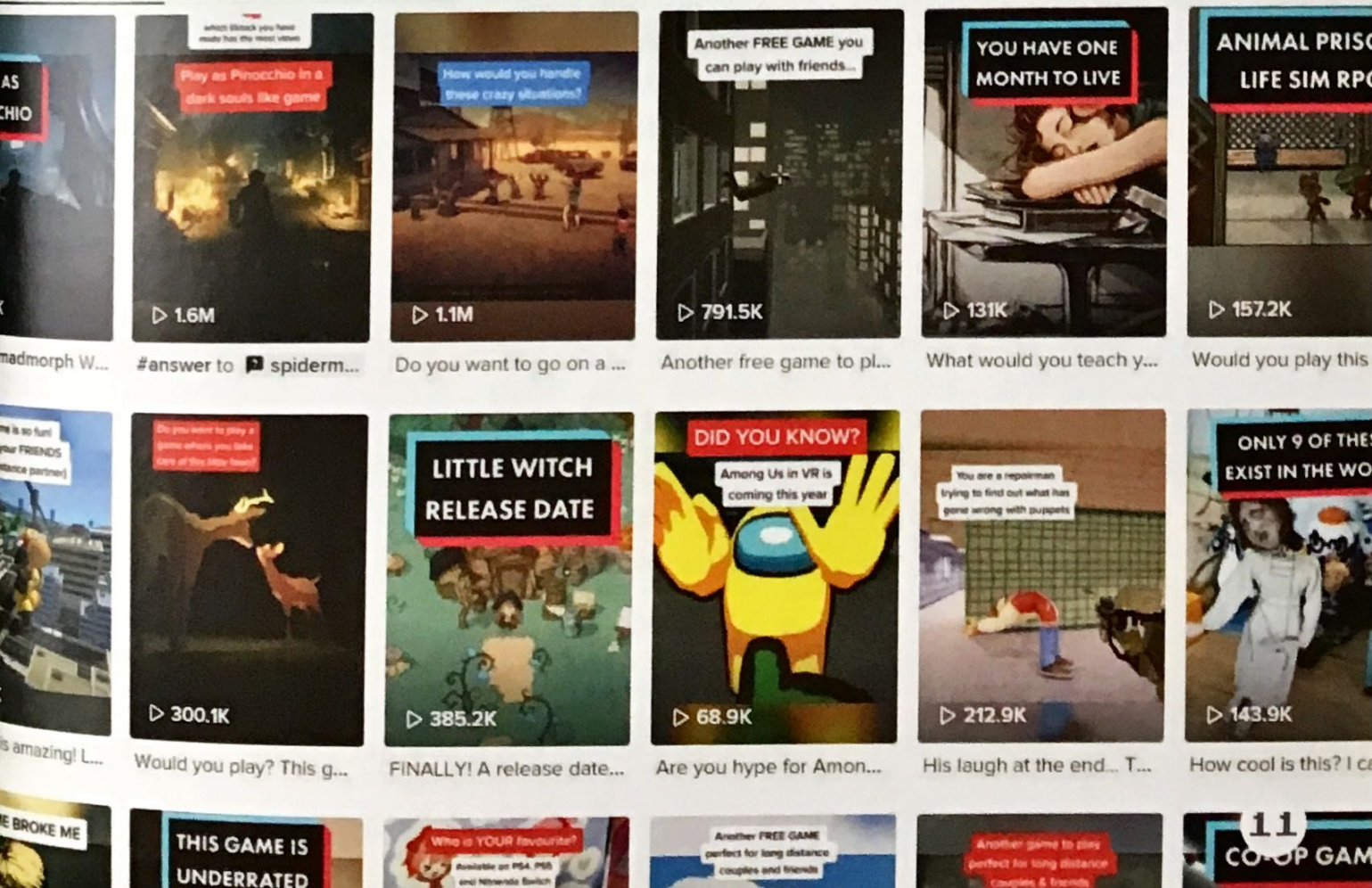


I have been a full time content creator for eight years, I've been covering and recommending indie games on TikTok for more than two years. I'm here to tell you why you NEED to be on TikTok, and how to be successful with it.

There is a massive audience for gaming on TikTok. Having a presence on there can put your game in front of millions of people with a single post. Videos using the hashtag '#IndieGames' have more than 1 billion views on the platform and #gaming has more than 200 billion.

As one of the first people focusing on recommending games on TikTok, mostly by accident, I was sharing clips from my *Animal Crossing* playthroughs and recommending games on the side, but those recommendations blew up and I focused on that. Most publishers and developers were not on the platform at all. I can remember asking myself 'why is nobody paying attention to this?'

Fast forward to now, the last year has been absolutely bonkers for indie devs and publishers starting on TikTok themselves and getting in touch for coverage, the reach is undeniable and it's gone mainstream, it is being taken much more seriously now by companies big and small.



PLAY AS A LITTLE WITCH

▶ 537.4K

Do you want to open your
own restaurant and
FIND LOVE?

▶ 439.3K

@MadMorph

You have a really impressive following on TikTok. As someone with that kind of platform, maybe you have some tips for indie game developers reading this article and thinking about getting started. Would you mind sharing some beginner tricks of the trade?



KEEP IT SHORT. KEEP IT SIMPLE. Your video should only be as long as you believe you can hold a viewer's attention for. Watch time is key for signalling to the app that your video is worth sharing to more people. More importantly, what we call 'completion time' (that is the percentage of viewers who watched the whole video). When this is really high, your video goes viral. You want at least one metric of engagement to be really high to go viral; watch time, likes, comments, shares.

CREATE A HOOK. START STRONG. You have two or three seconds to hook the viewer into why they should keep watching your video. In the very first seconds of the video, give them a reason to not immediately scroll to the next video. You can use your voice, a caption, or something visual, but you have to grab their attention quickly. An example of a hook are the first sentences of this article, I told you who I was, what I was going to do for you and why you needed to pay attention.

Once you've gotten started with a decent following, how would you advise people to keep up the momentum? It's one thing to gain followers, but another thing entirely to build a community. You've managed to do both, and we'd love to be able to learn some tips!





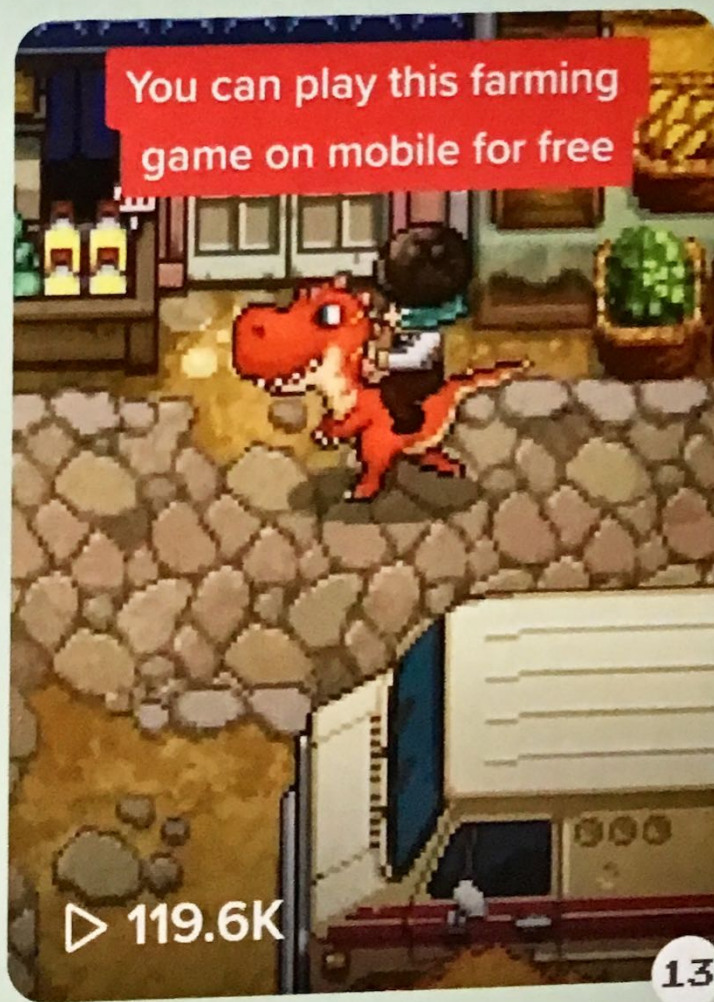
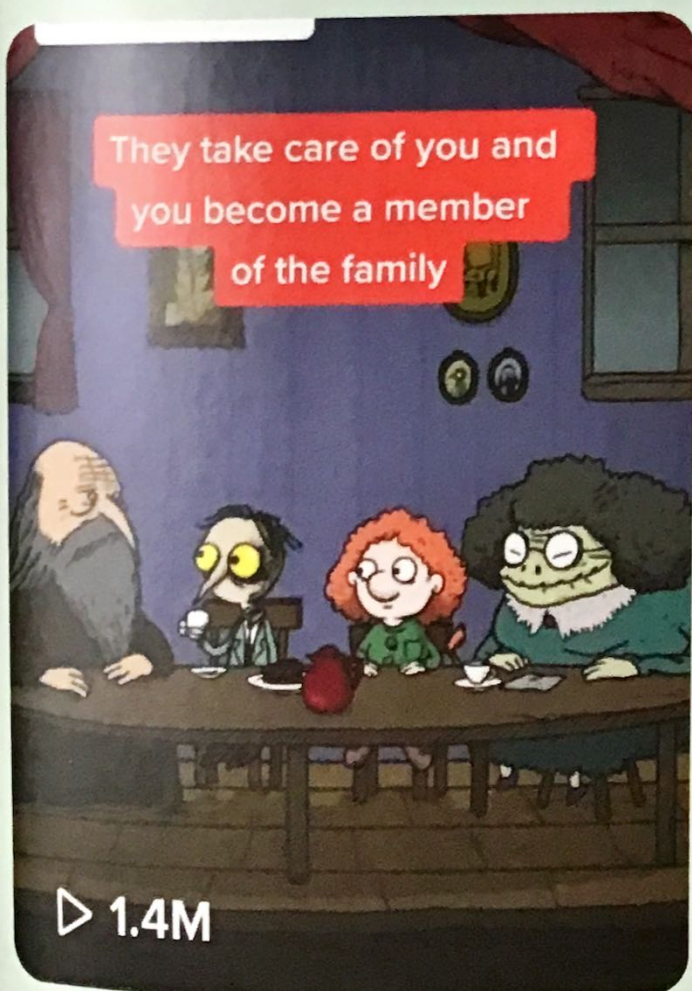
Ask yourself what purpose your content serves. Put the viewer experience first and try not to self-indulge. Make yourself useful. Maybe that purpose is making silly memes with trending sounds using your game, maybe it's sharing the processes of developing your game, maybe it's answering questions about game dev, or a behind the scenes of the day-to-day in your studio. Experiment. Find your voice and what works and then run with it.

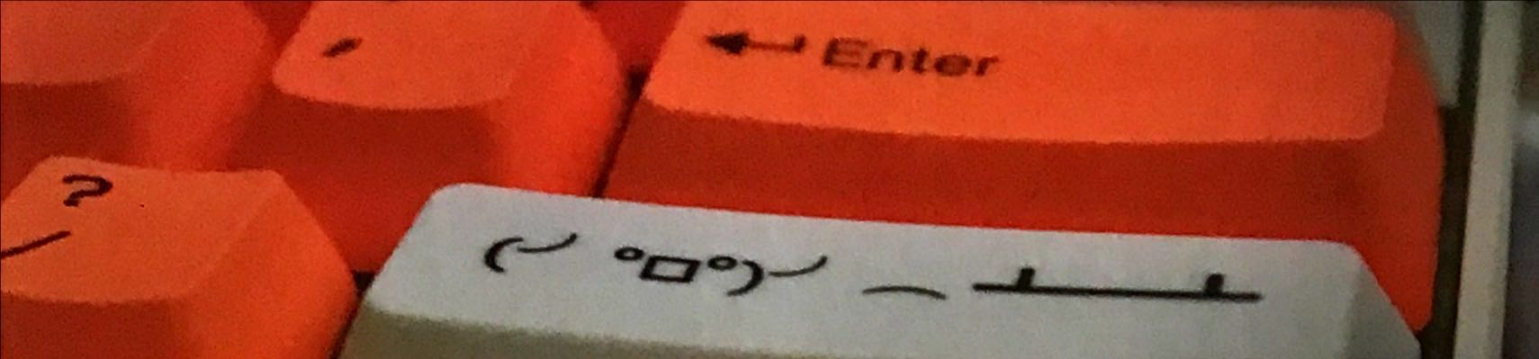
What do you think should be the main takeaway for people reading this article - both gamers and game developers themselves? Is there anything else you'd like to tell us?



The best time to get involved was three years ago, the next best time is now. You are already late to this party, but don't let the party end before you get there. Like all platforms it will only get more saturated over time, right now it's still a golden opportunity. Stop waiting, get started. TikTok has become my passion. I would invite people to take a look at my page [TikTok.com/@MadMorph](https://www.tiktok.com/@MadMorph) - maybe I've covered your game already! They can find my info there and feel free to contact me if they want to learn more.

Dear readers, we hope you enjoyed this insight into the power of TikTok. If you enjoyed this article, we'd love to know: do you use TikTok already? Have you already discovered a good game on the platform? Spill the beans with us on our socials, as we'd love to hear from you!





Your Guide to

KEYCAPS

&

KEYBOARDS

Keyboard envy: we've all had it.

Whether it's whilst scrolling through social media or seeing those not-so-random adverts whilst browsing the internet, we can guarantee that at some point you've found yourself thinking 'wow, I wish I could set up something just like that'. So, we're here to give you a guide to keyboard customisation - what to look for, what everything means, and how to go about DIYing your own keyboard!

DOUBLE-SHOT, CHERRY MX, PBT? WHAT DOES THIS ALL MEAN?

You've probably seen these words floating around if you've already been doing a bit of research. With different keycaps comes different specifications to fit your needs, so a bit of personal research is always helpful. However, here's a brief overview of what some of the common terms mean:

Double-shot:

This refers to the creation process of a keycap. Two pieces of plastic get moulded together which avoids the issue of the legend - what's printed on the cap - fading with usage and time.

ABS and PBT:

These refer to the plastics used when creating the keycaps; Acrylonitrile Butadiene Styrene and Polybutylene Terephthalate respectively. But maybe we'll just call them ABS and PBT for

14 short! ABS is commonly used when making

SO, WHAT DO I NEED?

The most important thing you'll need is a mechanical keyboard. This is typically what you picture when you think of a keyboard; it's a little blocky, it's sturdy, it's a classic looking keyboard. To get slightly more technical about it, a mechanical keyboard actually refers to the switches that are underneath the keycaps. These switches give feedback - whether that be a click or a 'feeling' that it has been pressed - and can be either linear (you have to press down all the way on the key) or tactile (you only have to press down half way for it to register).

The Apple Magic Keyboard is not a mechanical keyboard so if you are a Mac user, you will need to buy an additional keyboard if you would prefer to use one, but never fear, there are plenty of options out there if you wish to purchase one yourself.

keycaps - it's durable, resistant, and cheap to produce. This type of plastic often has a smooth feel but can sometimes have a shiny look over time.

PBT is less commonly used, mainly because it's a little more expensive. More rigid and brittle, these keycaps can be used for a long time before they show any signs of wear and tear. These keys also tend to have a matte finish and are more textured in feel.

Cherry MX:

Lauded by many as 'gold standard', this is simply a type of switch that is used in mechanical keyboards - though there are now many other companies such as Corsair, Gateron, Razer, and even Logitech that create their own keyboard switches. Cherry switches include Cherry Blue - great for typists - and Cherry Brown - great for gaming but also for those who want to use the keyboard for work reasons too.



POCKEYCAPS



WHERE CAN I BUY MY OWN KEYCAPS?

For a truly custom feel, websites like Etsy can provide. From more practical keys, to options such a 'whacky novelty springy duck keycap' you're bound to find what you're looking for - or the thing you never knew you needed. Both of the above UK based keycap designers make gorgeous custom artisanal keycaps. See the QR Code on the index page for links to their Etsy pages.

However, sometimes you just want to go with a company that specialises in making key caps - or keyboards - from start to finish and there are a lot of options:

DUCKY

Ducky create caps, and keyboards, all in a variety of different designs, colours and styles. Their keyboards come with Cherry MX switches, though if you do wish to swap these out, their keyboards allow for it. With fun designs for both their caps and their keyboards, we're sure you'll find something that suits you.

Some highlights:

AFTERGLOW CAPS



AKKO GEAR

With a range of designs, some taking influence from pop culture, you're bound to find something you like here. The company also make their own switches - which they use in all their pre-made keyboards - and you can find out a little more about them, to find out what suits you, on the item description for the switch.

Some of our favourites:

ONE PIECE WANO COUNTRY KEY CAP SET

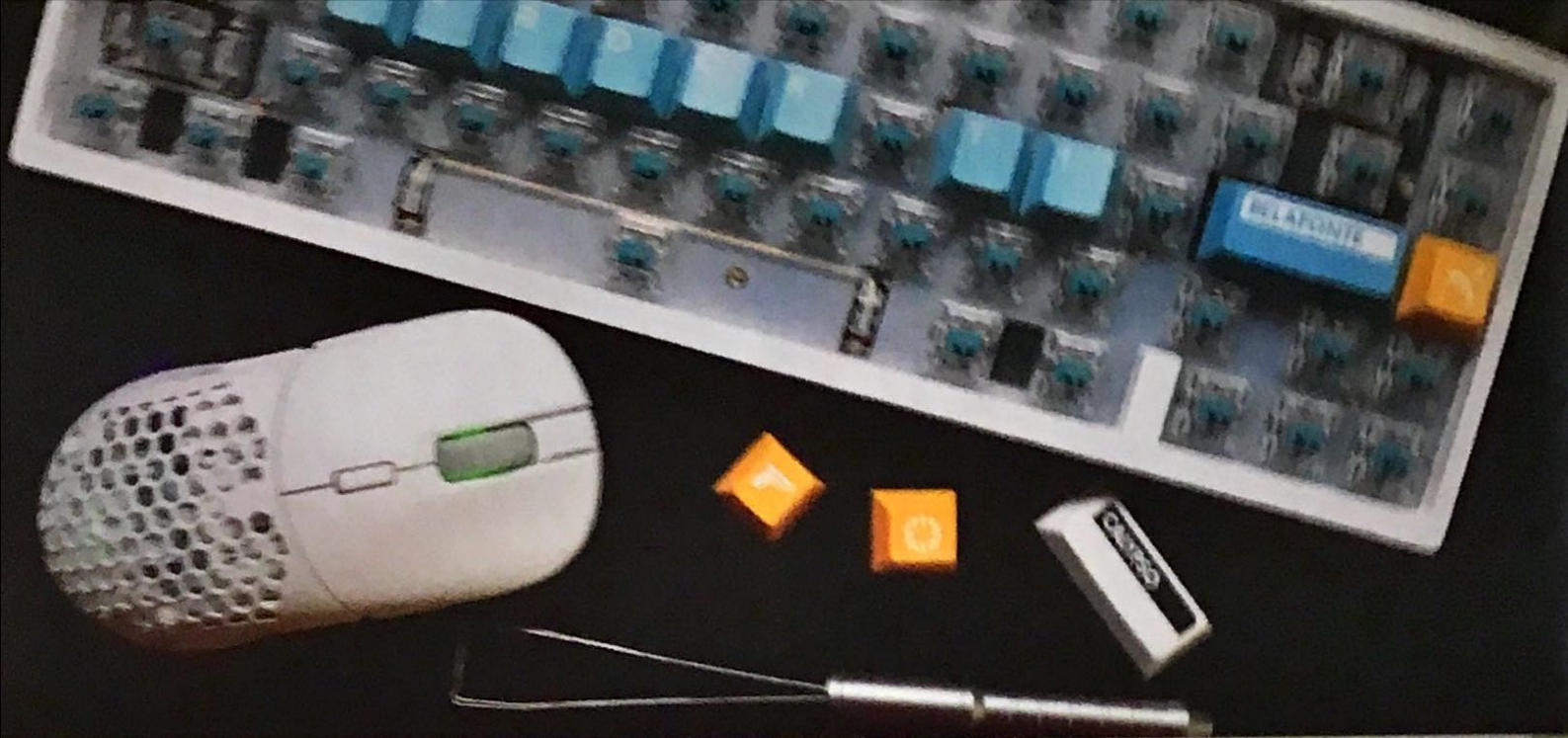


ONE 3 SERIES KEYBOARDS



ACR 98 KEYBOARD BUNDLE





TIME TO REPLACE YOUR KEYS!

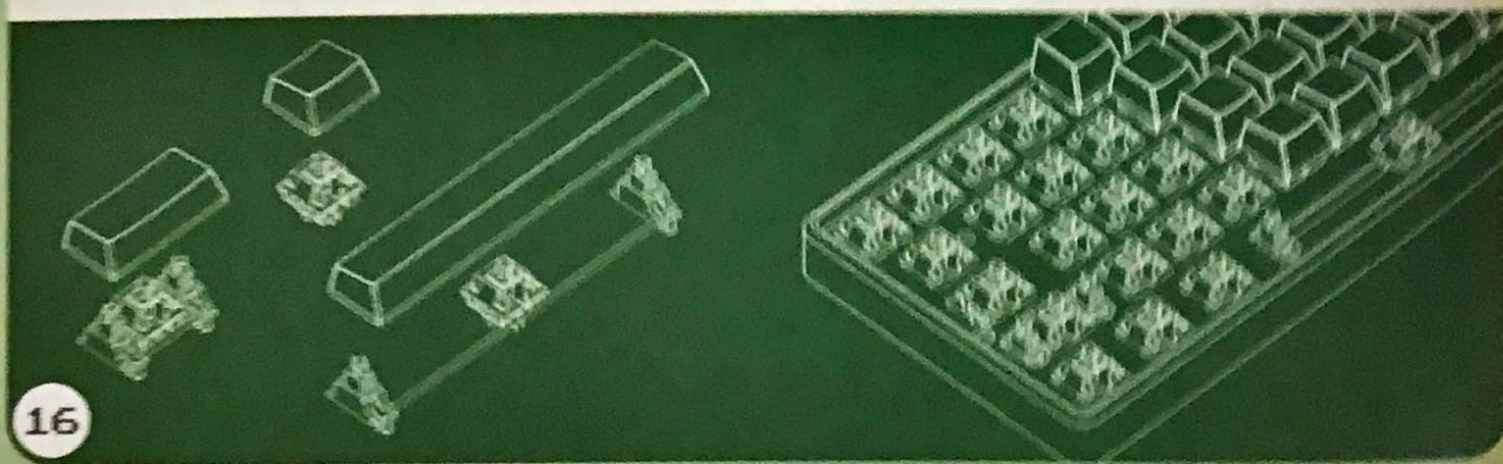
You have your keyboard, your caps, you've made sure your switches are compatible; it's time to customise your keyboard. The most important thing about this step is making sure you have the proper tools so using a key puller is important! These often come with keycap purchases but, if your set doesn't provide one, they're inexpensive online.

Starting with the letter keys, slide the puller around the key and with a firm pull, whilst having a grip on the keyboard itself, pull the key upwards, making sure not to damage the connections on the board. For the larger keys, you want to be a little more careful as often they'll have a spring bar beneath them - especially on keys such as the space bar. Gentle lifting, and a bit of key wiggling, will often free the spring but, failing this, a little nudge with a small screwdriver or similar will do the trick. Repeat with all the keys and you should find yourself with a keyless board.

If the keyboard isn't new, this could be a good time to give it a deep clean so, using whatever tools you deem necessary, give the board a once over - but make sure it's completely dry before plugging it back in!

Now for the fun part, putting it all back together! Starting with the larger keys, so that you have a little more room to work with, slip the support stems within the keys over the spring - using your screwdriver or similar to manoeuvre the spring over the other side once one is on - and then set the key by firmly pressing the keycap down. The smaller keys are simpler, just make sure that the keycap is properly aligned and then voila, your keyboard is ready to go!

Have you customised your own keyboard? Do you have any recommendations for brands that we should look out for? We'd love to hear all your suggestions and see your finished set ups!





AVANT GARDEN SALAD RECIPE

From *Cat Cafe Manager*

Ingredients:

- Half a head of purple or red lettuce leaves
- 4 yellow tomatoes, thinly sliced
- ¼ medium purple cabbage, shredded
- 2 baby beetroot, sliced

Optional toppings:

- Pickled red onion
- Sliced purple radish

Dressing:

- 2 tbsp balsamic vinegar
- 1 clove of crushed garlic
- 1 tbsp Dijon mustard
- 1 tbsp honey or brown sugar
- ½ cup olive oil
- Salt and pepper to taste

Method:

1. Whisk all dressing ingredients together in a large bowl. Taste and adjust to your preferences.
2. Add your lettuce, cabbage, and beetroot to the bowl. Mix well. Add your slices of yellow tomatoes, top with whatever you desire, and enjoy!

Like most of the indie gaming community, we have spent a lot of time this past month running our own businesses in *Cat Cafe Manager*. If you enjoyed *Diner Dash* back in the day, you will adore this new indie management sim. The adorable art style and fun dialogue take this above and beyond a simple cafe simulator. Although the playthrough time is relatively short, there's no shortage of well-developed characters and fun cats to collect while you attempt to save the town from the true evil: big corporations. You will even have to cater your food and decorations to each of the customer groups: witches, businessmen, punks, artists, vagabonds, and fisherfolk. And remember, if you are playing, join the *Cat Cafe Manager* discord! You can discuss tips, share fan art, and report bugs or glitches directly to the lovely developers.

Want to run your own Cat Cafe? Well, let's start by practicing our culinary skills. Impress all the artists in your life with this Avant Garden Salad!

Ooblets Cocktails

Are you dreaming of relaxing by the pool with a cold drink in hand? Or interested in making some fun-themed cocktails to keep you cool whilst you game at home? Maybe you're even looking for something to sip on while you stream?

If this sounds like you, then we have the perfect solution! It's time to get out your ice cubes and cocktail umbrellas because we've come up with some delicious alcoholic and non-alcoholic beverages inspired by the adorable critters from *Ooblets*. It's time to raise a glass in celebration of this beloved game finally coming to the Nintendo Switch, hooray!



BITTLE

THE BITTLE COCKTAIL

- Ice cubes
- 45ml (3 tbsp) Vodka - or leave out to make this a mocktail
- 120ml (½ cup) Lemonade
- 15ml (1 tbsp) Blue Curaçao
- use a dash of blue food colouring if making a mocktail
- 7ml (2 ½ tsp) Grenadine
- Lemon slice to garnish

METHOD

1. Add the ice cubes to a glass then pour in the vodka (if using), lemonade, blue curaçao (or food colouring), and grenadine.
2. Stir together to create the perfect purple colour to your cocktail.
3. Garnish the rim of your glass with a lemon slice.

THE CLICKYCLAWS MOCKTAIL

- Ice cubes
- 60ml (¼ cup) Pineapple juice
- 120ml (½ cup) Lemon and lime soda
- 120ml (½ cup) Orange juice
- 15ml (1 tbsp) Grenadine

METHOD

1. Fill up your glass halfway with ice cubes, then add in the lemon & lime soda, pineapple juice, orange juice, and grenadine.
2. Give your drink a little stir so that all the colours mix into a beautiful orange colour that resembles Clickyclaws.



CLICKYCLAWS



UNNYHUNNY

THE UNNYHUNNY MOCKTAIL

- 240ml (1 cup) Orange juice
- 240ml (1 cup) Lemonade
- 15ml (1 tbsp) Grenadine
- Orange slice or other fruit to garnish
- Mint sprig to garnish

METHOD

1. Pour the orange juice and lemonade into a glass making sure there is enough space for the grenadine.
2. Slowly add the grenadine, you should notice a pretty orange layer forming along the bottom of your glass. Don't stir as this gradient is what creates the Unnyhunny's signature colouring.
3. Add a fruit slice of your choice to the rim of the glass and top with a mint sprig for decoration.

THE WHIRLITZER DESSERT COCKTAIL

- Ice cubes
- 4-5 scoops Mint ice cream
- 15ml (1 tbsp) Creme de Menthe - get the green coloured version to add more pop to your drink, or replace with a dash of green food colouring if making a mocktail
- 45ml (3 tbsp) Irish cream liqueur - use any milk of your choice for a mocktail
- Whipped cream to garnish
- Mint sprig to garnish

METHOD

1. To a blender, add the ice cubes, ice cream, Creme de Menthe (or food colouring) and Irish Cream (or milk), and blitz together until you have a thick, yet runny consistency. Add in more ice if the drink is too thick and won't pour easily.
2. Pour the drink into a glass and top with squirty cream and a mint spring for decoration.



WHIRLITZER

Which of these mouthwatering cocktail ideas are you eager to try? Don't forget to let us know by tweeting us your thoughts or tagging us in your Ooblet drink recreations on Instagram. Until then, have fun making your own cocktails and **remember to drink responsibly.**



WRITTEN BY CHUY

It has been a little while since we last wrote about *Cozy Grove* and praised it for its regular updates and steady flow of soothing gameplay. Like *Animal Crossing*, the game runs on a real-time clock on an island where seasons change, new critters appear, special events are celebrated, and relationships are built with its ghostly inhabitants. For those who have enjoyed getting to know each bear and have run through all their storylines, the new paid downloadable content (DLC) is the perfect continuation for the game.

CONTENTS:

The aptly named *New Neighbors* update is the first paid DLC coming to *Cozy Grove*. Previous updates have all been free and focused around expanding the activities on the island. These
20 often included new events, items, recipes,

pets, and even interior decorating. Naturally, this paid DLC is going in a new direction. This update is bringing four new bears to the island of Cozy Grove.

While the free updates have given players more to do, the driving force of the game definitely lies with the bears and their stories. When you play each day, you find yourself talking to every bear on the island and seeing if you can push your relationship with them further. As you build trust with them, they reveal more and more about their life and their eventual passing. Once you reach the end of the story, you help them come to terms with their life and move peacefully into the afterlife.

Each bear brings a brand new personality and story about their life and passing. As usual, it is up to your spirit scout to mend their hearts and bring them comfort and solace. The interesting aspect



regarding this update is that it will take some time to meet the new bears. The island doesn't expand, so these bears will have to take the place of bears you've already completed. The process of completing a bear's storyline takes a minimum of 60 days to accomplish, so this package is definitely for players looking for content beyond the base game.

The new bears will take the place of old bears, but there is the promise that you'll see your old friends again. The stories you get from the new bears are longer. However, they will also take less calendar days to complete. It's clear the developers listened to player feedback and altered the gameplay to better fit fan requests. We are very impressed with how much work the team has put in to continually keep *Cozy Grove* engaging and uplifting!

Of course, the bears aren't the only addition in this

update. The first thing you'll receive is a lot of unique clothing to dress your character. You can pick up your new outfits from Patrice Furbac. You can also collect the new butterfly critters during the spring and summer seasons. A new background song will accompany you as you play. Additionally, with all the new collectibles, you get some free expansions to your closet and even a special house cat.

A TRIP BACK TO COZY GROVE

I logged back into the game after completing the storyline some months ago, but the game doesn't end just because you finally made it off the island. It's been a year since my spirit scout left *Cozy Grove* and I was excited to head back and reconnect with old friends. Upon my arrival, I made the rounds and said 'hi' to my favourite bears. But this time, I was met with a new message.

'You look so peaceful' I told the bear and they began to glow a brilliant gold. A bit confused as to what happened, I went about my day of feeding my pets and collecting materials to bake bread. This happened to a few other bears I spoke to along the path. The next day, those bears were gone. Instead, some new faces had appeared. As a dutiful spirit scout, I take the plunge and introduce myself to my new neighbours.

Lillian McQuill seems nervous to talk to me. She's inside her head quite a bit, which is strange because she knows I can hear her thoughts. Beatrice Mellifera is a bit of a collector. We've got that in common. Archie Pawston is definitely a party animal looking for a good time. I love being entertained, so I think we'll strike up a good friendship. Ben Hibernieczek is obsessed with self improvement. I can use some of that myself, but something tells me he's going a bit overboard with it.

I can tell there's a lot to learn from these bears and I'm excited to uncover their lives. If you have yet to experience *Cozy Grove*, there's definitely plenty to enjoy before purchasing the additional content. But it is incredibly clear that the developers will continue to pour plenty of love into the game for the always-devoted players.

WHICH GAMING HOLIDAY LOCATION SUITS YOU BEST?

1. When choosing holiday accommodation, I:

- A) Need luxury, no matter how pricey!
- B) Choose somewhere busy and bustling.
- C) Prefer cheaper rooms - it's not like I'll spend all day in it anyway.
- D) Need enough room for all my friends to come with me!

2. When I pack my bag for my travels I can never forget:

- A) An energy bar for when I get peckish on the way!
- B) My cosmetics - I prefer to look my best at all times!
- C) My survival kit, in case the worst happens.
- D) My watch. It was handed down to me and has great significance.

3. My main aim on a holiday is to:

- A) Recharge my batteries and feel more like myself!
- B) Have a good time and some fun banter with the locals.
- C) Be isolated from the business of everyday life, completely alone.
- D) Chill out with my pals and make new memories with them!

4. When it comes to shopping on holiday, I:

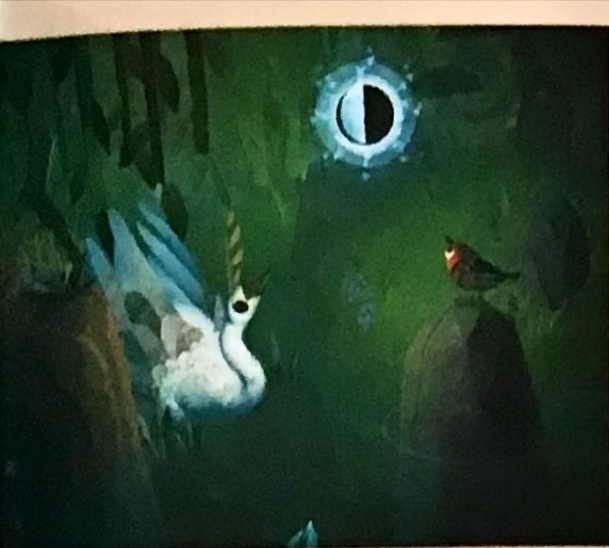
- A) Treat myself to what makes me happy! Why not?
- B) Buy myself a small souvenir every day, but not too pricey.
- C) Don't.
- D) Split the bills with other people.

5. If I lose my passport I:

- A) Accept that there are things we can't control, and stay calm.
- B) Joke about it before panicking (a lot).
- C) Retrace my steps instantly and start asking people if they've seen it.
- D) Order myself a new one online, no biggie.

6. When it comes to going home:

- A) I prefer to book an extra night to savour every drop!
- B) Go through all the holiday pictures and smile at the memories.
- C) Brace myself for going back to real life.
- D) Become excited for my next holiday already!



MOSTLY A'S **You should holiday within *Luna***

You find everyday life quite stressful and know how important it is to recharge the batteries of your soul every once in a while! You're guided by your instincts and your heart when choosing where to get away, and love the way exploring new places makes you feel. You love to make the most of every minute, but without overdoing it: you prefer to mindfully enjoy your trip, daydreaming and reaching within yourself in a form of mental self-care.



MOSTLY B'S **You should go to *Capybara Spa***

You enjoy hanging out with a lot of interesting people and find the social buzz of holidaying somewhere new exhilarating. You love to be on your best game, fashionably strutting through the streets of whichever place you choose to go, turning heads and making friends along the way. And after a day of fun, you love nothing more than rest and relaxation. Pamper yourself!



MOSTLY C'S **You belong in *Firewatch***

You prefer holidaying alone, relying on yourself. You don't find the chatter of others relaxing, rather you need quiet with a pinch of adrenaline to really feel in your element. Navigating a new place on your own, whatever may happen, gets you excited and ready for all eventualities. Recharge your batteries and take in the incredible views in your own watch tower.



MOSTLY D'S **You belong on *Frog Island***

You love being with your friends and companions, no matter the occasion. Your ideal getaway involves them and having fun exploring your holiday location. Maybe you'll even find a mystery or something interesting to investigate while there together. No matter what comes your way, you're ready for it, along with those dearest to you.

A colorful illustration of a coastal town with a lighthouse, a beach, and a large island with a forest. The title 'moonglow bay' is written in a stylized font inside a diamond shape, with 'REVIEW' in large white letters below it.

moonglow bay

REVIEW

WRITTEN BY CHUY

Set sail to the eastern Canadian coastal town of Moonglow Bay. Set in the 1980s, *Moonglow Bay* focuses on your life as a rookie angler trying to cope with the loss of your partner. Your main task is to honor their final wish of keeping your failing business afloat. With the help of your daughter, you begin to rekindle your relationships within the community by fishing and cooking. The end goal is to revive Moonglow Bay to its former glory for the Centennial celebration.

STORY

At the start of the game, you can select from a pool of four characters. One will be your playable character who you can name, the other will be your romantic partner. You can also select your preferred pronouns for both characters. Unfortunately, you do not get much time with your partner. After a sweet scene showing the relationship, the game picks up a few years later after the loss of your loved one.

Luckily, your daughter is there to help pick up the broken pieces of your heart. She pushes you to get back out on the water, catch some fish, and restart the cooking business you were so passionate about in the past. However, this task comes with many challenges. The locals have deemed the waters too dangerous to fish. This has caused the economy to crash, local businesses have shuttered, and town hall

is on the brink of closing. You decide to take the initiative and help the town recover before the Centennial celebration.

GAMEPLAY

Fishing plays a major role and is a crucial part of everything you do in the game. When you pull out your rod, you can select rods, pick lures, and use bait to find a variety of fish. It's a simple process with an easy to follow menu. While you can fish from the shore, the bulk of the fishing will happen from your boat. The ocean features several different biomes with their own ecosystems and unique fish. When on your boat, you have to enter the cabin in order to change rods, lures, and bait.

You will keep a journal of the fish you catch and can even donate them to the local aquarium to contribute to the town's culture and education. The townsfolk have told too many tall tales and folk stories about the fish around Moonglow Bay's waters, giving them monstrous proportions and characteristics. You make note of town folks' descriptions then find the fish in order to dispel the misinformation. This will hopefully reduce the fear and reinvigorate the local fishing market.

While your character starts as a rookie angler, it becomes clear that their true passion is cooking. The fish you catch go toward recipes and the failing business you are trying to recover. All you want to do is make delicious food that makes



people happy. With a fresh catch in hand, head to your kitchen and make a variety of seafood dishes that you can share with your friends around town.

Cooking has a variety of actions like washing, chopping, frying, boiling, and baking. Each recipe calls for a different set of these commands as well as ingredients. They are relatively simple motions that rely mostly on timing. For example, washing fish or vegetables has you try to keep your cursor within a moving bar similar to fishing in *Stardew Valley*. Other motions like cooking have you click a button at the right time. Frying food requires releasing a button at the correct time. The cooking is a consistent button for each action making it easy to pick up while still providing a good variety of minigames in order to make dishes.

You will produce higher quality food by performing these tasks perfectly. The quality will determine the selling price. Once you have completed cooking, you can head outside to a special vending machine where you can sell your items. The money won't come in all at once but rather throughout the day.

The money you earn from your business can be put toward improving your boat, upgrading your vending machine, or investing in the community. Your investments will go toward reviving the shops and facilities around the town. Whether you are tackling a story quest or taking small jobs

from the bulletin board, fishing and cooking will be the solution to all of your problems.

Each chapter features a special catch tied to the local rumours. When you speak with your neighbours, they will often mention the latest sea monster bringing bad tithings to Moonglow Bay. It is your job to get to the bottom of these rumours and find the truth. You take it upon yourself to research the creature, quell its pain, and bring balance to the ocean.

There are some unfortunate hiccups with the controls that can make it difficult to navigate at times. For example, the button on the xbox controller to speak to a person can change depending on the setting. Outside, the A button is used to speak with a character. Inside a shop, A is used to shop and B is used to speak with a character. It can be easy to get lost in the basic controls. Additionally, some locations where you use the net on the beach cause the net to get stuck and your catch to be lost. It's not too difficult to run into annoyances such as these.

If you can get used to the core gameplay elements, *Moonglow Bay* offers an emotional and captivating story. You'll find yourself excited to research the next sea creature and the origins of the folklore around the town. It's hard not to get invested in the characters, their struggles, and the work you put in to bring a crumbling town back from collapse.



TRAVEL ACCESSORIES AND SHORT-PLAYTIME GAMES FOR YOUR **SUMMER HOLIDAYS**

All items mentioned can be found
through the QR code on page 3.

Summer is creeping closer for those living in the Northern Hemisphere, and as it does, you may be itching to have a bit of a holiday. Whether you're staycationing or flying to a far-off land, there are plenty of accessories to keep you gaming on the go! The obvious may already come to mind - like portable power banks and microSD cards - but here are a few more ideas you might not have considered.

Nintendo Switch Travel Bag

While your mobile phone may unlock a world of games on the go, you can't beat the Nintendo Switch for playability and portability. While it'll fit right in your carry-on, give it some extra protection and carry it in style. We especially love this adorable strawberry carrying case (A) that has a cross-body strap and a small hand strap to keep your Switch close.

Game Cartridge Case

One great feature of the Switch is the ability to purchase and load games digitally. But if you're a die-hard physical copy fan, you'll want to make sure your cartridges don't get lost or damaged during your travels. This retro-

inspired case holds 60 cartridges and fits into a backpack for travel (B). Looking for something smaller? This option (C) holds 12 games and is designed to look like an old-school NES cartridge!

Passport Cover

When it's time to travel, making sure you have your important documents close at hand is as important - or dare we say, more important - than having your console with you. That doesn't mean you have to sacrifice showing off your love of gaming, though. The faux-leather passport cover (D) looks just like an old-school Gameboy! You can even buy a matching luggage tag to make spotting your bag at the baggage claim much easier.

Travel Pillow

Regardless of how you travel, getting proper rest on the way and staying comfortable can help you spring into action when you reach your destination. Etsy has a lot of gorgeous gaming-inspired travel pillows, but if you're feeling crafty, this pattern (E) allows you to make your own. Pick your favourite video game inspired fabric, or make it even more personal by creating custom-designed fabric from Spoonflower (F).

Planes, trains, and automobiles abound! Sometimes on your journey, you need a way to pass the time. While our first pick is to bring Patch Magazine along for the ride, we also know it's fun to play a game on the way. These short games are the perfect length to play through during your journey.

ABZO

In the depths of the ocean, intriguing surprises await. But before you get there, take your time and enjoy exploring this beautiful game. Dive into the gorgeous blue water in this game combining beauty and danger that takes roughly two hours start-to-finish.

Pikuniku

If you prefer puzzle games, this dystopian adventure is for you! With slightly absurd aspects, you'll uncover some strange conspiracies in this game, which takes between three and six hours - depending on how deep down the rabbit hole you want to go.

WIDE OCEAN BIG JACKET

Enjoy the great outdoors with this camping story-type game. From stargazing to cooking hot dogs, this game is short and sweet (taking only an hour to play) making it the perfect choice for sneaking in some playtime in a tent of your own before bed!

Pack O Game

Looking to switch off screens for a while? One of our new favourite options for a quick-to-play portable game is this Pack O Game set. Available individually or as a set, these games are the size of a pack of gum, so you can slip one in your bag (or even your pocket) for on-the-go gaming with friends. Pack O Game contains multiple games from indie publishers Perplext. From the competitive to the cooperative, these games have simple rules so you can pick them up, play, and put them away, all while at a restaurant, in a queue, or even at home!

A

B

C

E



Create Your Own: Driftwood Headset Holder

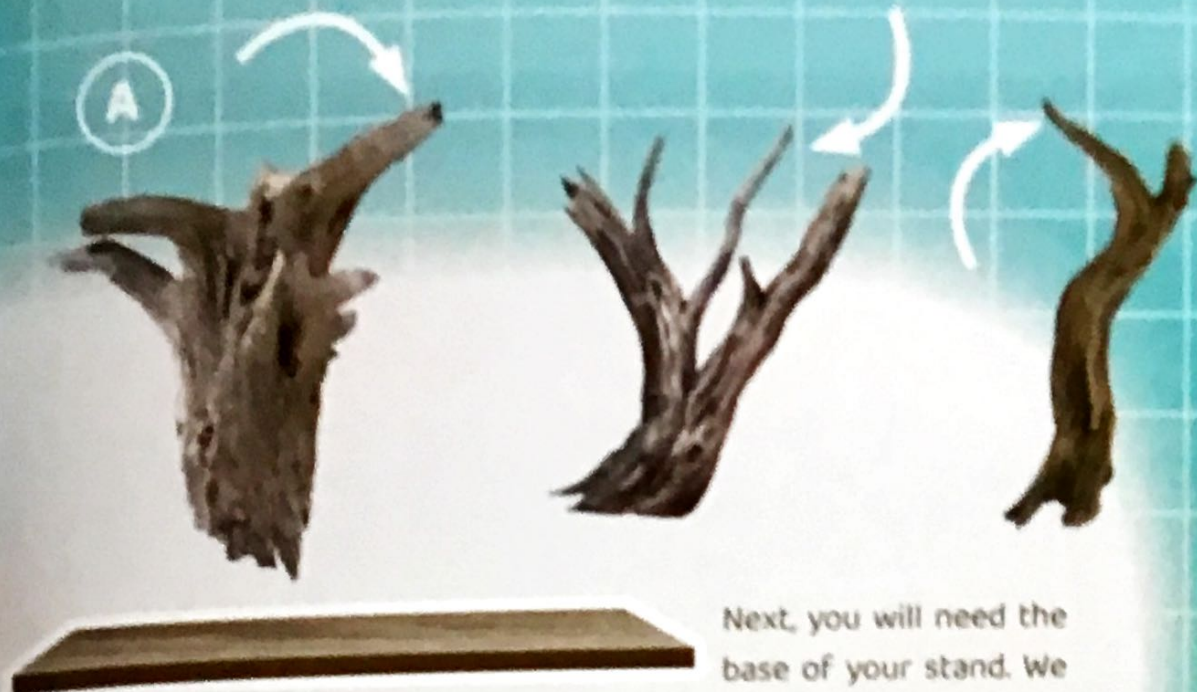


Headphones are essential for many of us gamers. They can enhance your gaming experience by blocking out external noise, helping you to hear enemies, and improving the overall immersive experience. But, as a bulky accessory, they can be hard to store. You could either hide them away in a drawer, or you could create this beautiful handmade headset holder out of items you can find at the beach!

Not only is it very rewarding to create your own stand, but it will save you money, and even helps to reduce your environmental impact by recycling natural materials.

WHAT DO YOU NEED?

First of all, you will need a piece of driftwood large enough to hold your headphones. If you live near the beach you can find your own or alternatively, you can buy driftwood online. It is important to choose a piece of driftwood with a 'hook' to hang your headphones on (A).



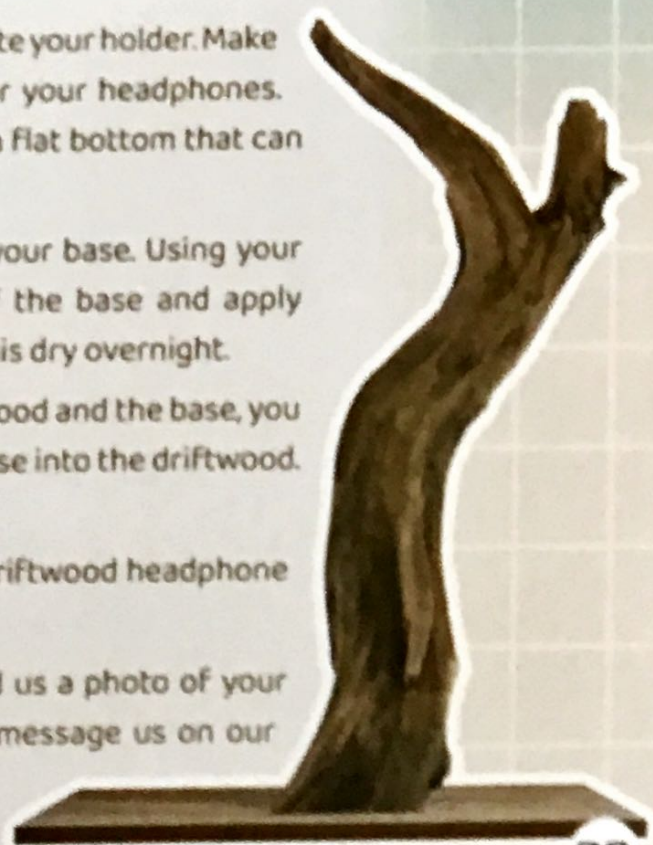
Find that a **flat piece of wood around 10-15cm by 10 cm** works well. You can make this smaller to fit in your gaming space, but make sure it is large enough to support the weight of your headphones.

You will also need glue to stick your two pieces together. The most effective glue to use is **wood glue**. If you would like to add extra strength to your holder, we also recommend using a **hammer and a nail** (long enough to go through your base and at least 2 cm into your driftwood). The last tool you will need is a **small saw**.

How to make your driftwood headset holder

1. Once you have found your driftwood, it is time to create your holder. Make sure that your driftwood is dry and the right size for your headphones. Using a saw, cut the end of your driftwood to create a flat bottom that can be joined to the base.
2. Next, take the flat piece of wood that will create your base. Using your wood glue, secure your driftwood to the middle of the base and apply enough pressure to create a strong connection. Let this dry overnight.
3. To create a stronger connection between the driftwood and the base, you can hammer a small nail through the bottom of the base into the driftwood. Do this gently so as not to split the wood.
4. And, voila! You have your very own, easy to make, driftwood headphone holder.

As always, we would love to see your creations. Send us a photo of your desk organiser to contact@patchmagazine.co.uk or message us on our socials. Happy crafting!





NIGHT IN THE WOODS

SIDE QUESTS YOU MIGHT HAVE MISSED

Night In The Woods follows the story of a cat called Mae, who returns to her hometown of Possum Springs after discovering that college wasn't all that it seemed. At just 20 years old, Mae has to deal with the time old tale of being thrown into adulthood like a fish out of water. And to top it off, her familiar town is seeming more and more unfamiliar by the day. Alongside her childhood companions, Mae uncovers the hidden mysteries of Possum Springs.

Amidst this adventurous storyline, there are many side quests which are easily missed when the urge to see what happens next is just too strong! In this guide, we list some of the mini-games and hidden scenes that you should watch out for when you next play Night In The Woods.



GAZE AT DUSK STARS - Day 4, 6, 8, 10

Head up the steps shown in the image and jump onto the powerline. From there, you can hop onto the windowsill and then the rooftop where Mr. Chazokov's telescope is set up. When you speak to him, you'll get the chance to do some stargazing yourself. Find two constellations every two days, then once during the epilogue, to achieve the Dusk Stargazer achievement.



Excursion with Mom - Day 4, 5, 6, 7, 8, 9

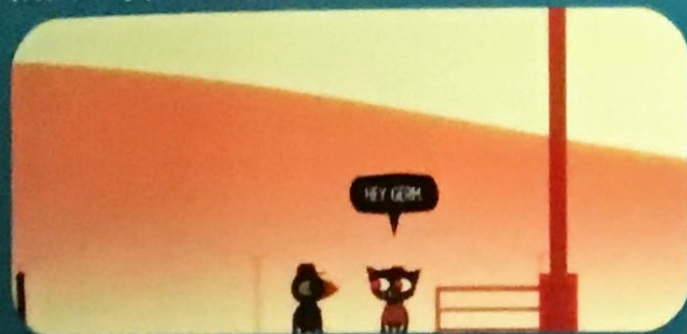
When you next pass the first tunnel entrance, make your way up the stairs above it. In order to be invited on an excursion with Mom, you'll need to spend some quality time with her at the church - this is where she works. Visit her office everyday from Day 4, until the invitation on Day 9.





Feed the rats - Day 4, 5, 6

Head to the stairs shown in side quest 2 (Excursion with Mom) and hop onto the lamppost, making your way to the rooftop. Locate the ajar window and slide it up to enter the room. If you make your way to the far left, you'll find a mascot which has become home to some squeaky rats. Feed your newfound friends by pinching a pretzel from the trolley tunnel shop.



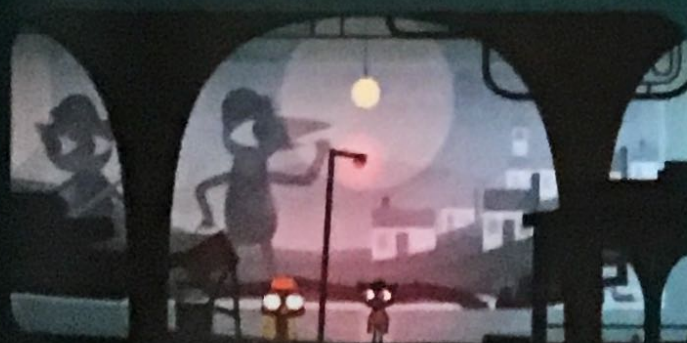
Hang out with the other NPC's - Day 6, 9

Before embarking on an adventure with either Bea or Gregg (which will end the day), there's an opportunity to hang out with Lori M and Germ! To find Germ, keep running left through the neighbourhood until you get to the Food Donkey. To find Lori M, head to the stairs shown in quest 2 (Excursion with Mom) and hop onto the lamppost, making your way to the rooftop where this character typically sits.



Smash stuff with Gregg - Day 7

Instead of going straight home to get ready for Harfest like Mae suggests, go to Gregg at the Snack Falcon. If you fancy a game of 'smash the Fluorescent light tubes with a baseball bat', then you're in luck! Chat to him and he'll offer up the mini-game.



Boat trip - Day 9

Mr. Salvi will be stationed at the trolley tunnel on this day, ready to take Mae on a trash-collecting adventure. In-between the pretzel shop and graffitied wall, you'll find his little motor boat. Walk over and say hello!

READER'S SPOTLIGHT



IG: @wholesome.gaming



TWT: @IndieGameiacs



IG: @maplemoonchild

Reviews

"The cozy feeling of reading patch magazine snuggled on the sofa or in bed is great! Love seeing games I've had my eye on and finding new games altogether!" - **Beans**

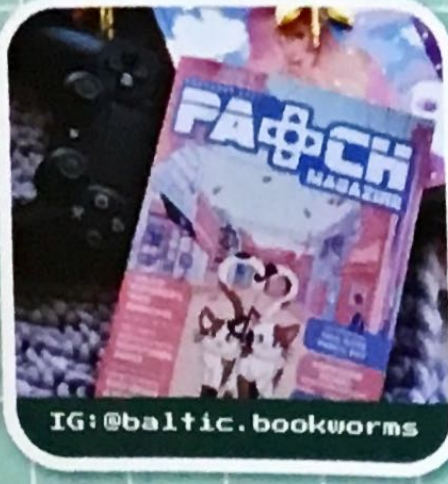
"I love this magazine, it is cute and pocket! It comes with great variety of articles and other fun pages like recipes, crosswords... And the best part, it is full of interesting indie games. I adore this magazine!" - **Bea**

"I had a blast reading it and enjoying the beautiful artwork on the pages. The absolutely amazing milkshake was to die for." - **Eve**

"I found out about this magazine from someone's ig account after they posted a photo of their own copy. Obviously I had to check Patch magazine out, and since I live in the states I decided to go digital for a few months. I love how interactive this magazine is with things like playlists and recipes for readers to use outside of gaming. I read a few issues on and off during work, the small articles perfect for short mental breaks. I have ended up switching to a physical copy subscription, receiving my first copy last week. I am thankful that the digital copy exists, so those that live in other countries can have an affordable option, or try it out before investing further." - **Jasmine**



IG: @ac.lumsypumpkin



IG: @baltic.bookworms



IG: @dirtychaiandgames



IG: @im_beri_cheri



IG: @slimegreengal



IG: @blue_bubble_bee



IG: @sallysheppard_



IG: @arcticfoxx25

JOIN OUR DISCORD SERVER!

We wanted to create a space that allows us to connect with our readers a little more, by hosting events, sharing magazine insights, discussing our favourite games, and so much more.





ITEM HUNT

CAN YOU FIND ALL
THESE OBJECTS
SURROUNDING KOA
(SUMMER IN MARA)

- ☐ BANANAS
- ☐ WATERMELON
ICE POP
- ☐ KEY
- ☐ SUNFLOWER
- ☐ MILKSHAKE
- ☐ ANGEL FISH
- ☐ PIRATE FLAG

DID YOU FIND THEM
ALL? CHECK YOUR
ANSWERS WITH THE
QR CODE ON THE
INDEX PAGE.

Front_Cover



This months cover was illustrated by
Morgan O'Brien
@morganobrienart on socials

"This month's cover pays tribute to the vast heritage of the gaming industry from its humble 8-Bit origins to the rise of power-house consoles and the birth of the Indie gaming scene. There are subtle references throughout to inspired video game franchises of the past and present day.

The character sprites and their individual skins, represent many of the most successful or influential gaming consoles ever released. Their tools, a tribute to the core playing mechanic that make some of our favourite games so great. Life-sim, point and click, RPG, action adventure, side scrolling, sandbox and more.

The landscape also plays tribute to one of the earliest arcade classics released in 1980. Can you figure it out?

Thank_You



Thank you for reading and supporting Patch Magazine! We'd love to hear what you would like to see in our next issue. Is there a particular game you'd like us to review? An event in the indie gaming community that you think should be discussed? A creator who deserves the spotlight? Send your suggestions via the contact form on our website or by reaching out on any of our socials.

Contributors



JEMIMA
Editor



CHLOE
Managing Editor



NATASHA
Creative Director



EMILIE
Layout Artist



FIONA
Assistant Editor



CAROLINE
Admin & Proofreader



J.R.
Writer



CHUY
Writer



EMILY
Writer



ATIYA
Writer



PUMPKIN
Writer



TATY
Web Dev



HANNAH
Artist



MELISSA
Artist



VALENCIA
Artist



XYLNAERI
Artist



CHARLIE
Marketing & Socials



KATYA
Community Management



patchmagazine.co.uk



@thepatchmag



@thepatchmag



@patchmagazine

Patch Magazine has a driving passion to see more gamers enter the unique and wonderful world of indie gaming. We are an independent news source which primarily covers video games that are created by independent developers or studios (otherwise referred to as 'indie games'), whilst sometimes touching upon other products made by independent creators, such as board games. Patch Magazine has no trading, commercial, or any contractual relationship with the video games mentioned and we do not claim to own the rights to any of their licensed material. This magazine, including views expressed, images used, and material referenced is provided for information and entertainment purposes only.